Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by forlano on Wed, 23 Aug 2006 10:07:23 GMT
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forlano wrote on Wed, 23 August 2006 01:44Hello,

the application now does not crash, but all my beautiful tabctrls are disappeared and I cannot use the app!

In 607-dev1 I used
  tabs.Set(2, false);
to set the focus on page 2 but now seems I must remove the second argument. The layout file now looks darker than previous version.
The "TabCtrl tabs" is connected with the splitter in this way:

```
VegaMain::VegaMain()
{
 CtrlLayout(*this, VERSION);
 spls.Vert();
 spls.SetPos(8500);
 spls.Add(tabs);
 spls.Add(consoleFrame);

 SetBars();
 SetTabs();
 Init();
 BackPaint();
 this->WhenClose = THISBACK(Exit); // prevent the closure
}
```

that should be OK. So for the moment I'm a bit confused. Tomorrow I'll inquire better to understand why the tabctrl are not displayed with the splitter with some minimalist example.

Luigi

I'm afraid there is some serius problem in the interaction between splitter and tabctrl. Attached is my old example code posted somewhere in the forum that worked nicely. The relevant file in main.cpp. With respect the previous version I have added the IsNull() in place of '=='. The tabctrl simply do not longer appear with 608-dev1.

I do not think it is the setting of my compiler. I'll be grateful if somebody running 608-dev1 could check how it looks (is there a tabctrl at the start of the application?).

Luigi

File Attachments
1) ForlanoVega.rar, downloaded 1754 times